Application Ser. No.: 10/798,632
In Reply to Office Action of: August 31, 2007
Response and Amendment "C": December 20, 2007

Client Reference: N0186US

Amendments to the Claims

1-41. (Cancelled)

42. (New) A method for a map developer and a game developer to provide a computer game, the map developer distinct from the game developer, the method comprising:

producing, by the map developer, a source geographic database containing data representing a real-world locale;

transforming, by the map developer, at least some data from the source geographic database to form a template geographic database, wherein the template geographic database contains data representing an imaginary geographic locale;

storing, by the map developer, the template geographic database on a first computer-readable medium;

providing, by the map developer to the game developer, the first computer-readable medium containing the template geographic database;

incorporating, by the game developer, at least some data from the template geographic database along with other computer-game components to form a computer game;

storing the computer game on a second computer-readable medium; and

providing the second computer-readable medium containing the computer game to an end user.

43. (New) The method of claim 42 wherein the source geographic database and the template geographic database each comprises attributes suitable for providing navigation-related functions.

44. (New) The method of claim 43 wherein the template geographic database provides a level of accuracy similar to a level of accuracy provided by the source geographic database for navigation-related functions.

45.   (New) The method of claim 43 wherein the template geographic database provides a
level of detail similar to a level of detail provided by the source geographic database for
navigation-related functions.

46.   (New) The method of claim 42 wherein transforming comprises:
        selecting a characteristic geographic parameter of the source geographic database;
and
        using the selected characteristic geographic parameter and at least some data from
the source geographic database when forming the template geographic database;
        wherein the template geographic database has a characteristic geographic
parameter similar to the characteristic geographic parameter of the source geographic
database.

47.   (New) The method of claim 46 wherein the selected characteristic geographic parameter
is selected from the set consisting of: road density, road shape, road width, expressway
density, roadway orientation, road alignment, altitude changes, points of interest,
buildings, and signs.

48.   (New) The method of claim 46 wherein the selected characteristic geographic parameter
comprises geographic features selected from the set consisting of: lakes, rivers, and
mountains.

49.   (New) The method of claim 46 wherein the selected characteristic geographic parameter
comprises open spaces selected from the set consisting of: parks and golf courses.

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50.   (New) The method of claim 42 wherein transforming comprises applying an operation selected from the set consisting of: selecting less than all of the data in the source geographic database, altering a location of a road segment, moving locations of roads by varying distances, switching a relative vertical ordering of roads that cross one another at different elevations, forming mirror images of roads located in an area, and performing horizontal or rotational transformations of locations of roads.

51.   (New) The method of claim 42 wherein the first computer-readable medium is selected from the set consisting of: a magnetic disk, an optical disk, RAM, ROM, and a network transmission.

52.   (New) The method of claim 42 wherein providing the first computer-readable medium containing the template geographic database comprises applying a technique selected from the set consisting of: selling the first computer-readable medium and leasing the first computer-readable medium.

53.   (New) The method of claim 42 wherein the other computer-game components include at least one of the set consisting of: characters, game logic, vehicles, game rules, and programs for rendering and graphics.

54.   (New) The method of claim 42 further comprising:
        combining, by the map developer, data in the template geographic database with road-model data to provide a realistic visual appearance of roads in the imaginary geographic locale, wherein the road-model data comprise an element selected from the set consisting of: road pavement colors, lane stripe markings, curbs, sidewalks, signs, lampposts, lane dividers, traffic signals, speed bumps, and crosswalks.

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55.   (New) The method of claim 42 further comprising:

combining, by the map developer, data in the template geographic database with 3D model data to provide a realistic visual representation of polygon-shaped features in the imaginary geographic locale.

56.   (New) The method of claim 42 further comprising:

combining, by the map developer, data in the template geographic database with 3D model data to provide a realistic visual representation of cityscape and landscape features in the imaginary geographic locale.

57.   (New) The method of claim 42 further comprising:

combining, by the map developer, data in the template geographic database with 3D model data to provide a realistic visual representation of an element selected from the set consisting of: buildings, fences, trees, shrubbery, lawns, fences, and clouds.

58.   (New) The method of claim 42 further comprising:

insuring, by the map developer, data integrity in the template geographic database, wherein insuring data integrity comprises checking road connectivity.

59.   (New) A computer-readable medium containing computer-executable instructions for

performing a method for a map developer and a game developer to provide a computer

game, the map developer distinct from the game developer, the method comprising:

producing, by the map developer, a source geographic database containing data

representing a real-world locale;

transforming, by the map developer, at least some data from the source

geographic database to form a template geographic database, wherein the template

geographic database contains data representing an imaginary geographic locale;

storing, by the map developer, the template geographic database on a first

computer-readable medium;

providing, by the map developer to the game developer, the first computer-

readable medium containing the template geographic database;

incorporating, by the game developer, at least some data from the template

geographic database along with other computer-game components to form a computer

game;

storing the computer game on a second computer-readable medium; and

providing the second computer-readable medium containing the computer game

to an end user.